



MASA

District 11

Serving Ingham and Eaton Counties

*Delhi*Delta*East Lansing*Eaton Rapids*Lansing*Mason*Meridian*Okemos*Twin Diamonds*Webberville*

Slow Pitch Softball League By-Laws

Revised April 20, 2004

1. GAME TIME IS FORFEIT TIME. A team may start or finish a game with (9) registered players. A team must have nine players to begin batting or to take the field. A team with less than nine players shall forfeit. If a tenth player arrives for a team starting with nine players, he/she **MUST** bat in the tenth spot in the batting order.

Exception: *Delta Township - A team may start or finish a game with six (6) registered players. A team must have six (6) players to begin batting or to take the field. A team with less than six (6) players shall forfeit. If a 7, 8, 9 or 10th player arrives for a team starting with 6, 7, 8, or 9 players, he/she **MUST** bat in the last position available in the batting order.*

2. TIME LIMIT - ALL GAMES WILL HAVE A TIME LIMIT OF ONE HOUR AND TEN MINUTES. No new inning shall start **ONE HOUR AND TEN** minutes after the game's pregame conference between the managers and umpires or the first warm-up pitch is thrown whichever comes first. Games called due to time limit shall constitute a complete game regardless of the number of innings played.

3. STARTING THE GAME - A team must have a minimum of nine (9) players to start. A team must maintain a minimum of nine (9) players throughout the game. Failure to complete the game with nine (9) players is forfeiture of the game. As by rule, a team must have a minimum of eleven (11) players (12 for Coed) present to start the game with an "extra player" This rule may only be utilized if you start the game with eleven (11) or (12) players. A team cannot add an eleventh or twelfth batting position to their lineup once the game has begun.

Exception: *Delta Township - A team must have a minimum of six (6) players to start. A team must maintain a minimum of six (6) players throughout the game. Failure to complete the game with six (6) players is forfeiture of the game. As by rule, a team must have a minimum of eleven (11) players (12 for Coed) present to start the game with an "extra player." This rule may only be utilized if you start the game with eleven (11) or twelve (12) players. A team cannot add an eleventh or twelfth batting position to their lineup once the game has begun.*

4. If a player is removed from the batting order for any reason, and the batting position is unable to be filled by a legal substitute, the vacant batting position shall be an automatic "out" each time that batting position is scheduled to bat.

5. If a player is removed from a base or the plate for any reason (injury, ejection, etc.), and is unable to be replaced by a legal substitute, an immediate "out" will be declared in all cases.

(CONTINUED ON REVERSE SIDE)

Commissioner
Dick Benkert
7710 W. Saginaw Hwy
Lansing, MI 48917
517-323-8555
517-323-8599 Fax

Commissioner-at-Large
Tony Noyola
200 N. Foster
Lansing, MI 48912
517-483-4281

Commissioner-at-Large
Mike Conlin
7710 W. Saginaw Hwy
Lansing, MI 48917
517-323-8555
517-323-8599 Fax

Umpire-in Chief
Jamie Evans
880 Onondaga
Holt, MI 48842
517-676-2416

Executive Director
Jerry Hanson
713 Ashman Suite D
Midland, MI 48640
517-835-5821
517-835-1276 Fax

6. A DESIGNATED RUNNER (DR) rules will be optional. If used, the DR will be used as follows:

- A. The DR may be used only once during an inning for an individual who the manager chooses. He/she must be present at the start of the game and be listed on the line- up card.
- B. The DR may enter the game as a legal substitute. This action will terminate the DR.
- C. No substitutes allowed for DR.
- D. Improper use of the DR, if protested, will follow book rules for illegal substitute.
- E. DR must be of same sex (2 DR's in Coed) as the person they are running for.

7. RUN AHEAD RULE - A team leading by ten (10) runs after five innings of play shall be declared the winner and that game is considered complete.

8. TIE GAME - If the game is tied after seven innings or less and the time limit has expired, one extra inning will be allowed. If the game has progressed at least eight innings during the one hour and ten minute time limit, no new inning will be allowed to start after the time limit has expired.

9. EJECTIONS - When ejections for unsportsmanlike conduct occur the player ejected must leave the rounds and be out of sight and out of sound of the playing field. Once a player has been ejected that player is still the responsibility of the manager or his/her designee.

10. PROTESTS - must be filed in writing with the League Office by 5:00 PM. the next business day and must be accompanied by a \$20.00 protest fee. It is the protesting team's responsibility to site the rule(s) violated. If the protest is upheld, the fee will be refunded. All protests must be made in accordance with the current A.S.A. Rule Book. The League Director shall act upon all protests.

If a players eligibility is protested at the site, the player in question will be required to show ID. If no ID is available the player must give the following information on the back of the score sheet or a separate piece of paper. Name, Address, Home Phone, Birth Date and Signature. Failure to produce ID or give the above information will result in immediate forfeit of the game.

11. INCLEMENT WEATHER - If the decision to play is left up to the umpire(s) at the field, the teams should report to the field. If one game is canceled on a diamond, then all subsequent games on that diamond are canceled for the night. If it rains during the game, the umpire(s) shall suspend play for a minimum of fifteen minutes before deciding if the field is playable. 4-1/2 - 5 innings shall constitute a complete game. If a game is suspended due to thunder or lightning, there must be a period of 15 minutes expired with no thunder or lightning present before play is resumed. Regular league games that are stopped (due to weather, darkness, etc.) before enough innings have been completed for the game to be considered regulation or regulation tie games (that are not considered complete as per these softball bylaws) shall be rescheduled and played from the beginning.

12. Each starting pitcher or relief pitcher will receive one minute to throw not more than three warm-up pitches before facing the first batter. Should time allow, the pitcher may throw not more than three warm-up pitches in subsequent innings.

13. All equipment must comply with ASA rules.

14. Steel cleats are not allowed *Exception: Delta Township, East Lansing, Mason Men's & Women's Leagues.*

15. There shall be no smoking on the playing field.

16. Home Run Rule Limit

Delhi - 3 (excess are outs)

Delta - 6 (excess are outs)

East Lansing - No Limit

Lansing - All Men & Coed 6 (excess are outs)

Mason - No limit

Red Cedar - No Limit

Twin Diamonds - 3 on Monday - 2 on Tuesday

17. Ball & Strike Count - *EXCEPTION - Delta Township will use a 1-1 Count for all games.*

18. Pitching Rule - *EXCEPTION - Delta Township - Pitchers may pitch from anywhere behind (within the width of) the pitching rubber; all other pitching requirements will still apply.*